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(54) METHOD AND SYSTEM FOR DIRECTING USER ATTENTION TO A LOCATION BASED GAME PLAY COMPANION APPLICATION

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(57)ABSTRACT

A method for providing information in an HMD. The method includes defining an active zone in a virtual reality (VR) viewing environment of a user as presented through a 3D display of the HMD. The method includes placing main content in the active zone of the VR viewing environment. The method includes defining one or more peripheral zones outside of the active zone. The method includes placing secondary content in the first peripheral zone of the VR viewing environment. The method includes displaying an attractor within the active zone in conjunction with the entry of new data in the secondary content, wherein the attractor brings attention of the user to the first peripheral zone. The method includes detecting rotation of the HMD from the first orientation directed to the active zone towards a second orientation directed to the first peripheral zone. The method includes pausing the main content.

